INSTRUCTION MANUAL

NES-BU-USA

RAID ON BUNGELING BAY™

Action Series

Broderbund®

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Nintendo®

ENTERTAINMENT SYSTEM™

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Raid on Bungeling Bay by Will Wright.
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Programmed by Hudson Soft.

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Thank you for selecting the Nintendo Entertainment System Raid on Bungeling Bay™ Game Pak.

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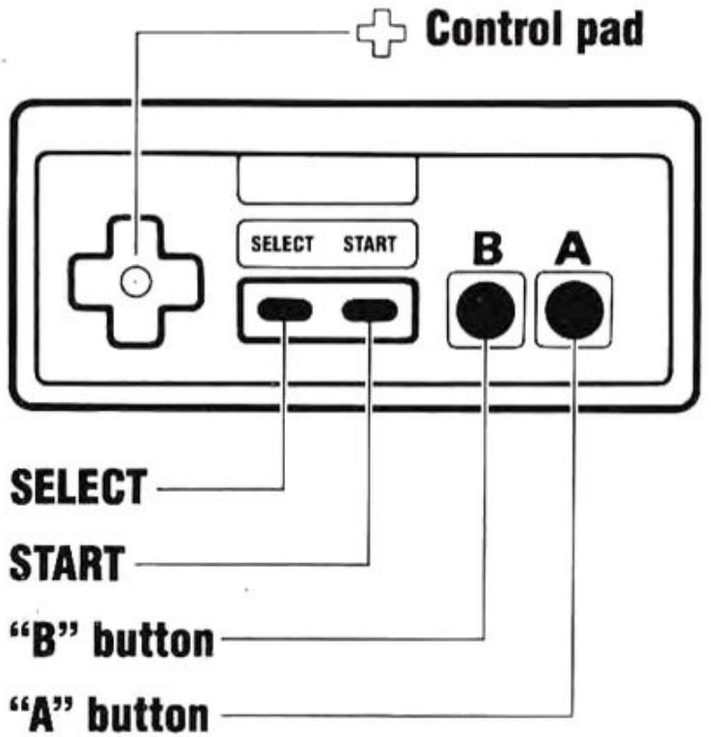
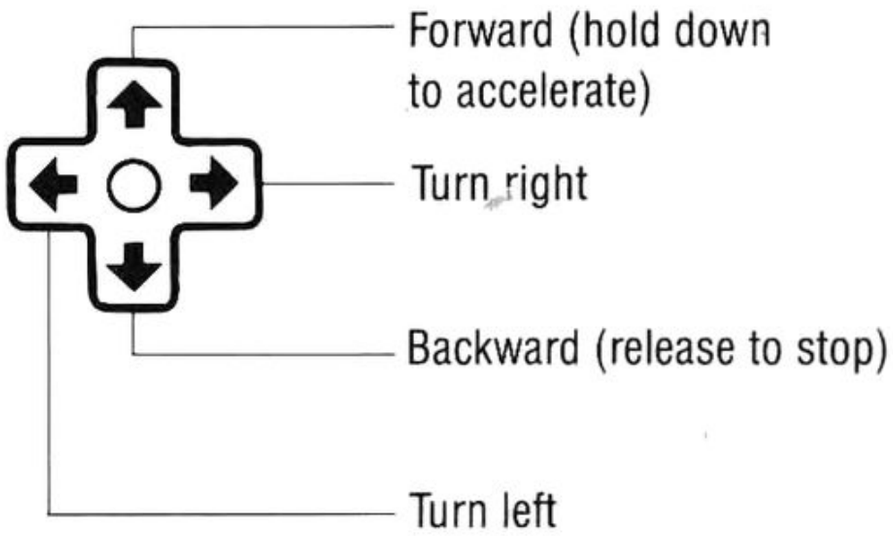
PRECAUTIONS

1 This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2 Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3 Do not clean with benzene, paint thinner, alcohol, or other solvents.

CONTROLLING THE HELICOPTER





"A" Button
Press to fire machine gun and to land and take-off.

"B" Button
Press to drop a bomb and to land and take off.

* The usage of the number two controller is described on page 13, How to Play with Two Players.

SELECT button
By pressing this button the ● moves to choose the desired game mode.
* Game B is made for advanced players. It starts play at level three. For the two player game, refer to page 13.

START button
By pressing this button, the game that you selected using the SELECT button will start.

To Pause: If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

* When you start the game, this screen (shown at right) will appear on the screen. It shows the current round, number of factories remaining, number of helicopters remaining, current score and high score (when the helicopter crashes, this screen also appears).

► High score will be lost if power to the machine is turned off.

HOW TO PLAY

We have obtained information that the Bungeling Empire is trying to conquer the Earth by developing a War Machine. In order to stop this, you must sneak into their center (Bungeling Bay) to destroy the six secret factories using a helicopter. This is your mission.

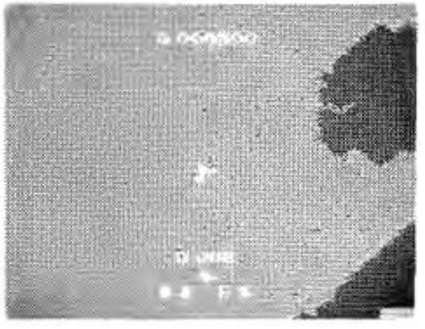
THE SIZE OF THE PLAYFIELD IS 100 TIMES THE SCREEN SIZE

The playfield scrolls 16 directions as the helicopter moves. The entire world is 10 screens high by 10 screens wide (100 screens total). Since the edges are connected to each other, the helicopter will continuously circle the world. You have to find the 6 secret factories which are located on the islands in the bay and destroy them. The enemy defenses protecting the island will be trying to shoot you down. When you destroy all 6 factories, you can proceed to the next round.

SCREEN DISPLAY

Important information is displayed on the screen.

"S": Your current score.
"D": Damage of the helicopter.
"→": Direction to the carrier (from the helicopter).
"B": Number of bombs remaining in helicopter.
"F": Number of enemy factories remaining.



"DESTROY": This appears when you've destroyed a factory completely.

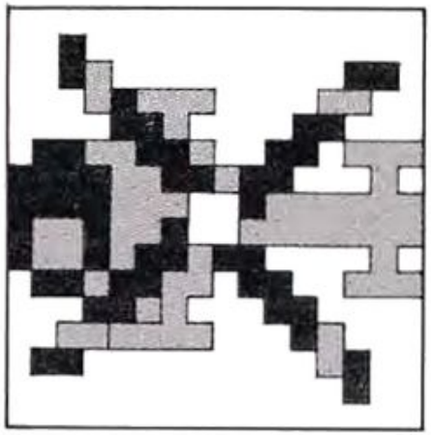
"SPECIAL": When certain conditions are met and you destroy a factory, this message will appear and you will receive a special bonus score.

"ALERT": This means the carrier is being attacked by bombers. Return to defend it before it is sunk. You cannot land while your carrier is being attacked.

"SUNK!": When this flashes on the screen it means that the carrier has sunk. The arrow will disappear and you will be flying your last copter.

"WARNING": The enemy battleship is being built or leaving port to attack your carrier.
* If any of the last five messages are displayed, the display of **"D"**, **"B"** and **"F"** will disappear. Also, when the carrier is visible, **"S"** and **"→"** will disappear.

CHARACTERS



HELICOPTER

► The helicopter can be controlled using the control pad to fly sixteen directions. Forward movement has 32 speeds and backward movement is about 30% of maximum forward speed.

► The machine gun can only be fired forward. By pressing the "A" button continually you can fire unlimited bullets. You can destroy all enemies except the factories and battleship with the machine gun.

► The helicopter can carry a maximum of nine bombs. By pressing the "B" button, you can drop one per second. Use this when you attack the factories and the battleship.

Landing on and taking off from the carrier—

► When you are stopped or moving very slowly over the carrier, press button "A" or "B" to land. You cannot land during an ALERT, while your ship is under attack.

► When you land you will hear the music change when you are on the deck. Bombs will be replenished and damage will be fixed.

► After being rearmed and repaired, press the "A" or "B" button to take off. You will hear the music change when the helicopter has cleared the deck.

Stealing bombs from the Bungelings

► Intelligence reports that one of the enemy islands has an area in which you can land and steal bombs from the Bungelings. It's up to you to find it.

► When you land at the Bungeling base, damage over 60% will be repaired to 50-60% damage. The time needed to land and take-off from the enemy base is somewhat longer than on the carrier.

► If an enemy touches you while you are on the ground you will explode.

DAMAGE

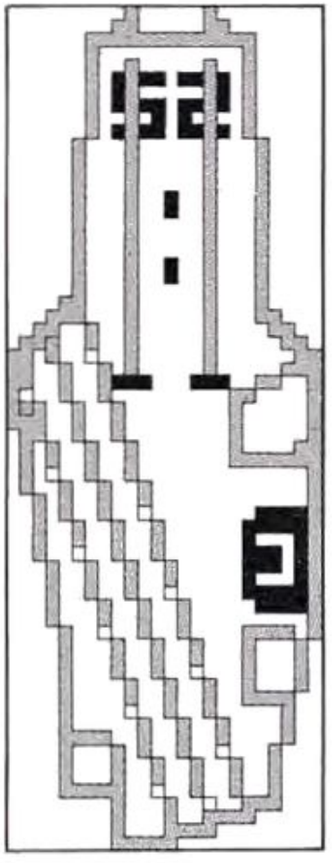
► Damage will increase each time the helicopter is hit by an enemy attack.

► Depending on the amount of damage, your flying ability and the color of the bay will change.

► If the helicopter is damaged beyond 100%, speed control is useless, steering becomes 50% effective, the machine guns will still fire but bombs cannot be dropped and the helicopter will begin a crash dive (the color of the sea will be red).

ROUND	ENEMY'S ATTACK Missile and Gun Turret	Tank and Boat
1-2	30-37%	1%
3-4	40%	10%
5-up	60%	10%

DAMAGE	FLYING ABILITY	COLOR OF THE SEA
0-49	Maximum	Blue
50-79	75%	Yellow
80-99	50%	Red



THE CARRIER

► The carrier follows a pre-set path in the bay, south to north.

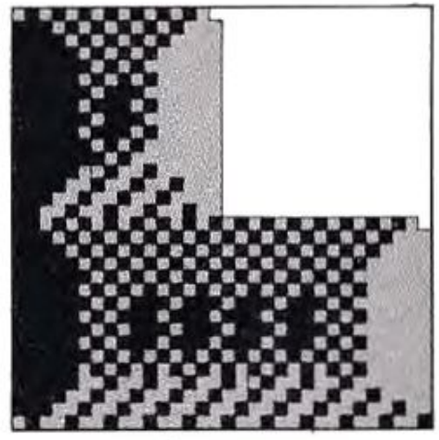
► During the "ALERT", if the carrier is damaged heavily, it will sink (in round one it takes about 70 enemy bombs, in rounds two and up it takes about 40 enemy bombs).

► The damage to the carrier will be fully repaired if you kill all the bombers which are attacking it.

► If the carrier and battleship enter the same screen, the battleship will torpedo the carrier and it will sink.

► If the carrier is sunk, the helicopter you are flying is your last. The carrier will be gone for the rest of the game.

► If you get a "SPECIAL" while destroying a factory, the carrier will change color. It will revert to grey when you land on it.

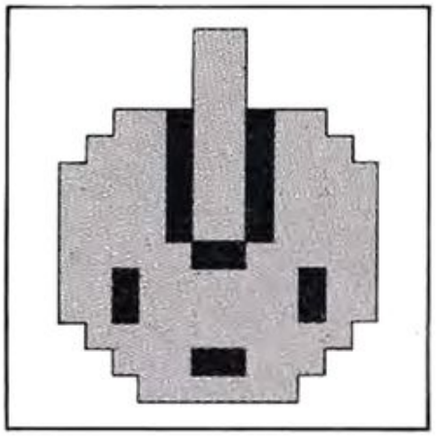


THE FACTORIES

► Factories are located at six locations throughout the islands. They are constantly producing guns, missiles, planes, boats, radar dishes and the enemy battleship.

► The factories get stronger the longer they're in operation. In the beginning, it takes about seven bombs to destroy a factory. Later in the game it may take as many as twenty bombs to destroy a factory.

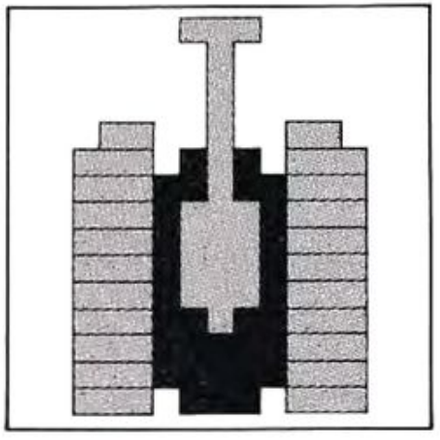
► When a factory is active, the center of it will be red and flashing. If it is not operating the center will be black. An inoperative factory will eventually become active again if not completely destroyed.



GUN TURRETS

► These are produced and placed by factories.

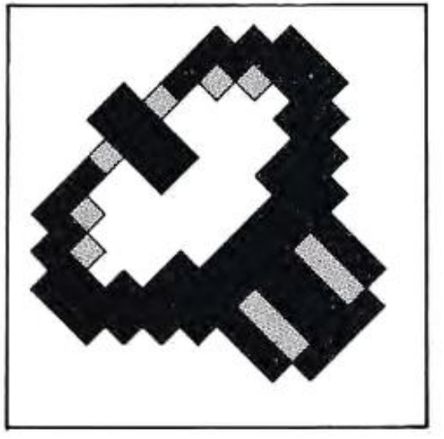
► They fire in twelve directions. As the game progresses, they fire heat-seeking missiles which follow your helicopter (when playing game B, they will be able to fire missiles from the beginning of the game).



TANKS

► Produced by factories. Patrol designated areas.

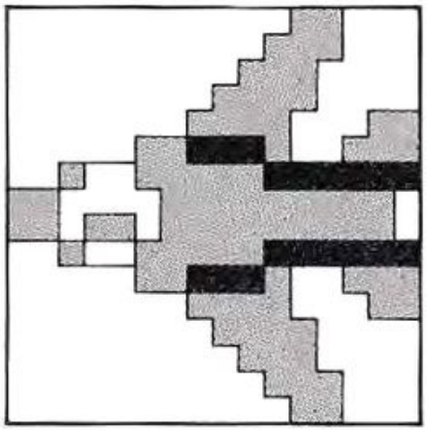
► These attack the helicopter with small arms, giving it light damage.



RADAR

► Produced and placed by the factories.

► They don't directly attack the helicopter but they do detect the copter and call fighter planes to the area.



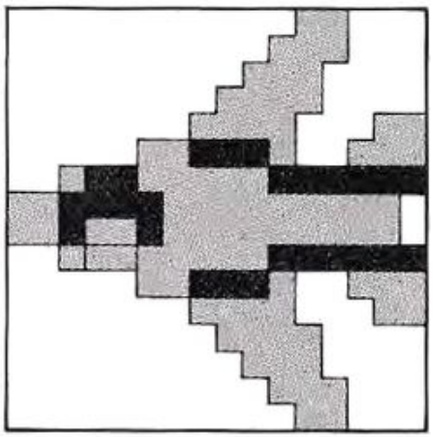
BOMBERS

► In game "A", when you destroy the first factory these will take to the air. In game "B", they will be active from the beginning of the game.

► They fly in twelve directions.

► They attack ONLY the carrier, not the helicopter.

► The color of their windshields are red.

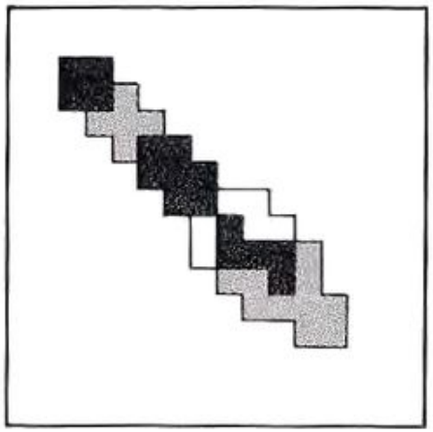


FIGHTERS

► These will be activated when the bombers are activated.

► They patrol designated areas, however as the helicopter gets near, or if radar calls, they start attacking the helicopter using missiles.

► The color of their windshields are black.

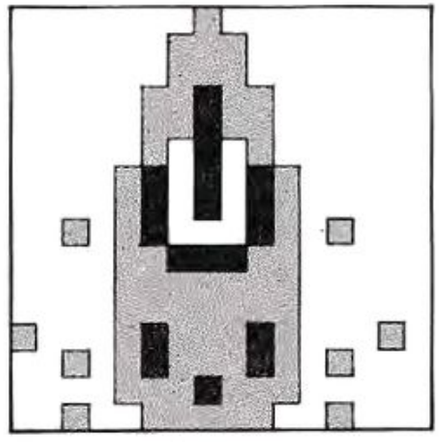


MISSILES

► There are two types of missiles. Air-to-air missiles go straight. Ground-to-air and ship-to-air missiles are heat-seekers.

► Heat-seekers will run out of fuel and self destruct after following the copter for short length of time.

► You can destroy the missiles using the machine gun, but you don't get any points for destroying them.

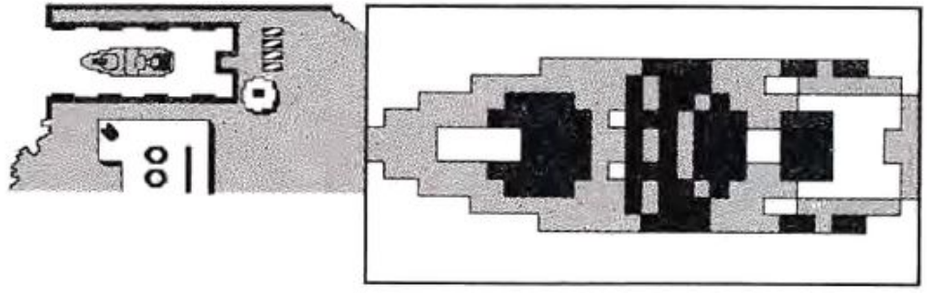


BOATS

► Produced by the factories, the boats patrol designated areas. They carry light armament.

► They attack the helicopter with small arms and may run into your carrier.

► There is also an amphibious type.



BATTLESHIP

► During game "A", the battleship will appear starting with round two. During game "B", the battleship will appear starting with round one.

► The first warning message means that the battleship is starting to be built.

► The second warning means the battleship has left the dock. If the helicopter approaches the battleship, the ship will defend itself by firing heat-seeking missiles.

► When the battleship reaches the path of the aircraft carrier, it will wait for the carrier to pass and then sink it.

► It takes more than ten bombs to sink the battleship if it has left the dock.

HOW TO PLAY WITH TWO PLAYERS

When you select "2-PLAY" at the title screen, two players can play simultaneously. One player controls the helicopter with controller 1 and the other controls the Bungeling War Machine with controller 2. Player 2 can use the control pad to turn and fire the gun turrets. Button "A" fires bullets and button "B" fires heat-seeking missiles (sometimes button "A" also fires heat-seeking missiles).

SCORE

Every time you kill the enemy characters, points will be added to your score.

* There is no score for player 2.
* If you fulfill certain conditions when destroying a factory, you can get special bonus points.
* Depending on the score, the background color of the game will change.

Tanks and boats	50 points
Radar and gun turrets	100 points
Bombers and fighters	200 points
Battleship	5000 points
Factory	5000 points
Special bonus	5000 points

PLAN OF ATTACK

This is a real-time simulation game with a lot of factors controlling the action. Therefore, the attack plan that you make becomes an important part of the game. Here are some of the basic strategies you may find useful.

► First, memorize the locations of all the factories (it may be a good idea to make a map).

► Before attacking a factory, destroy the gun turret(s) and tanks around it.

► Attack the same factory repeatedly (if you do not destroy a factory completely, it will rebuild itself).

► When the "ALERT" message appears, return to the carrier immediately.

► When the "WARNING" message appears, find the dock as soon as possible before the enemy battleship leaves the dock. It will be much harder to destroy if it has left the dock.

► If the helicopter is damaged beyond 100%, try to steer the helicopter to crash on a factory.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for addtional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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